

Listing of Claims

1. (Currently Amended) A gaming machine comprising:

a chamber-defining portion that defines a chamber;

a panel carrying gaming-machine artwork arranged on one side of the chamber;

a light-diffusing element arranged on an opposed side of the chamber in spaced relationship relative to the panel;

a gaming machine illuminating arrangement arranged in the chamber between the panel and the light diffusing element, the gaming machine illuminating arrangement operable to provide backlighting for the panel and comprising:

a carrier; and

a ~~first group and a second group~~ plurality of semiconductor illuminating elements arranged in a predetermined array on the carrier; and

~~a controller arranged to determine whether the gaming machine is in an idle state, and to illuminate the semiconductor illuminating elements in a sequential pattern when the gaming machine is in the idle state such that the panel changes from a first color to a second color~~
operable to control operation of said first group of said semiconductor illuminating elements to emit light of a first color and to control operation of said second group of said semiconductor illuminating elements to emit light of a second color different from said first color.

2. (Currently Amended) The gaming machine of claim 1 in which the carrier is a strip of printed circuit board (PCB) carrying conductive traces for connecting the illuminating elements to a control means for supplying electrical power to the PCB, the control means being part of ~~[[a]]~~ said controller of the gaming machine.

3. (Previously Presented) The gaming machine of claim 1 in which the semiconductor illuminating elements are in the form of light emitting diodes (LEDs).
4. (Previously Presented) The gaming machine of claim 3 in which the LEDs are arranged in a sequence of repeating groups on the strip.
5. (Currently Amended) The gaming machine of claim 4 in which each group comprises a predetermined number of differently colored ~~coloured~~ LEDs.
6. (Currently Amended) The gaming machine of claim 5 in which each group of LEDs comprises LEDs corresponding to the three primary colors ~~colours~~.
7. (Cancelled)
8. (Previously Presented) The gaming machine of claim 1 in which the light-diffusing element is in the form of a diffuser plate.
9. (Previously Presented) The gaming machine of claim 1 which includes a control means for controlling operation of the illuminating arrangement.
10. (Previously Presented) The gaming machine of claim 1 in which the chamber-defining means is arranged in a top box of the gaming machine.

11. (Previously Presented) The gaming machine of claim 1 in which the chamber-defining means is arranged in a belly of the gaming machine.

12. (Currently Amended) A gaming machine comprising:

a chamber-defining portion that defines a chamber;

a panel carrying gaming machine artwork arranged on one side of the chamber;

a light diffusing element arranged on an opposed side of the chamber in spaced relationship relative to the panel;

a gaming machine illuminating arrangement arranged in the chamber between the panel and the light diffusing element, wherein the gaming machine illuminating arrangement is operable to provide backlighting for the panel and comprises:

a plurality of semiconductor illuminating elements arranged in a repeating sequence of groups comprising semiconductor illuminating elements operable to emit light of different colors ~~colours~~; and

~~a controller arranged to determine whether the gaming machine is in an idle state, and to illuminate the semiconductor illuminating elements in a sequential pattern when the gaming machine is in the idle state such that the panel changes from a first colour to a second colour~~
operable to control operation of a first group of said semiconductor illuminating elements to emit light of a first color and to control operation of a second group of said semiconductor illuminating elements to emit light of a second color different from said first color.

13. (Previously Presented) The game machine of claim 12 comprising a controller operable to independently control semiconductor illuminating elements within the groups.

14. (New) A gaming machine according to claim 1 wherein said controller controls said semiconductor illuminating elements to provide an attract mode with said light.

15. (New) A gaming machine according to claim 4 wherein said controller energizes said groups sequentially to effectively change in color of said light.

16. (New, Withdrawn) A gaming machine comprising:

a chamber-defining portion that defines a chamber;

a panel carrying gaming-machine artwork arranged on one side of the chamber;

a light-diffusing element arranged on an opposed side of the chamber in spaced relationship relative to the panel; and

a gaming machine illuminating arrangement arranged in the chamber between the panel and the light diffusing element, the gaming machine illuminating arrangement operable to provide backlighting for the panel and comprising:

a carrier; and

a plurality of semiconductor illuminating elements arranged in a predetermined array on the carrier; and

a controller arranged to illuminate the semiconductor illuminating elements in a sequence of illumination when the gaming machine is in an idle state, said sequence of illumination sequentially changing said panel from a first color to a second color.

17. (New, Withdrawn) A gaming machine comprising:

a chamber-defining portion that defines a chamber;

a panel carrying gaming machine artwork arranged on one side of the chamber;

a light diffusing element arranged on an opposed side of the chamber in spaced relationship relative to the panel; and

a gaming machine illuminating arrangement arranged in the chamber between the panel and the light diffusing element, wherein the gaming machine illuminating arrangement is operable to provide backlighting for the panel and comprises:

a plurality of semiconductor illuminating elements arranged in a repeating sequence of groups comprising semiconductor illuminating elements operable to emit light of different colors; and

a controller arranged to illuminate the semiconductor illuminating elements in a sequence of illumination when the gaming machine is in an idle state, said sequence of illumination sequentially changing said panel from a first color to a second color.